SHIN MEGAMI TENSEI®

P3P

PERSONA® 3 PORTABLE™

MATURE 17+
JEUNES ADULTES
M
CONTENT RATED BY CONTENU ÉVALUÉ PAR
ESRB

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

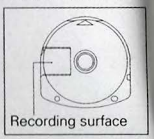
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

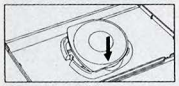
Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD®

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. AND CANADA ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.


Recording surface



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

SHIN MEGAMI TENSEI®

P3P

PERSONA 3 PORTABLE™

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GETTING STARTED

Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT SMT®: Persona® 3 Portable™ disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon.

A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD® while it is playing.

Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

Basic Controls

Field	
Directional buttons/analog stick	Move cursor
L button	Not used
R button	Toggle hotspot icons on/off
× button	Check/Talk/Confirm
○ button	Cancel/Hold to speed up cursor movement
△ button	Access Command Menu/Hold to advance text
□ button	Travel shortcut menu
START button	Not used
SELECT button	Not used

Tartarus	
Directional buttons/analog stick	Move character
L/R buttons	Rotate camera
× button	Check/Talk/Confirm/Swing weapon
○ button	Recenter camera
△ button	Access Command Menu
□ button	Access Tactics Menu
START button	Automap
SELECT button	Not used

Battle	
Directional buttons	Rotate command ring/Move cursor
L button	Analyze
R button	Show turn order
× button	Confirm
○ button	Cancel/Stop Auto-Battle
△ button	Toggle Auto-Battle on/off
□ button	Not used
START button	Not used
SELECT button	Not used

Starting the Game

After the opening movie, the title screen is displayed. Press any button to open the Main Menu.

►► New Game

Start the story from the beginning. First, you will choose the main character's gender and the difficulty setting. Your game experience will change depending on your gender. Once the player has chosen these things, they cannot be changed.

>> About gender

The interface's color scheme and the available Social Links will change depending on the protagonist's gender.

>> Entering your name

When you start a new game, you must name the main character. Once you have entered a first and last name, push the START button.

Text Entry Controls	
Directional buttons	Move cursor
L/R buttons	Toggle between previous/next letter slot
× button	Confirm
○ button	Delete
START button	Finish

►► Load Game

Continue the game from a previous save. Select a file to load and push the × button.

►► Config

Adjust the game options. You can also access this menu in-game by choosing System from the Command Menu.

►► Data Install

You can install aspects of the game data onto your Memory Stick Duo™ or Memory Stick PRO Duo™. You will need at least 258MB of free space to use the Data Install feature.

** After installing, turn "Data Install" ON in the Config menu to reflect its presence. Installing will lessen loading times, allowing for a smoother play experience.*

►► Saving the Game

You can save at the sign-in sheet in the dorm, the lobby of Tartarus, or at your desk in class. Choose a file to save to and confirm with the × button. If you choose a file with save data already on it, it will be overwritten. A Memory Stick™ with at least 352KB of free space is required to save your game. Do not remove the Memory Stick™ or turn the power off while saving.

School Life

►► Convenient "Hotspot Icons"

If you press the R button on the field, hotspot icons will display on certain people and places, ensuring you don't miss anything you can interact with.

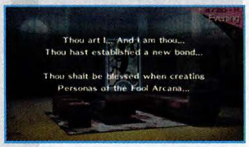
Types of Hotspot Icons	
	NPC: You can speak with people here
	Exit: Move to another place
	Object: Something that can be inspected
	Door: Somewhere you can enter
	Save: You can save your game here

►► Using Shortcuts

Press the □ button to access a list of places you can go from your current location. It is faster than using the "Exit" hotspot icons, so use this feature to your advantage.

Create as Many Social Links as Possible

It is very important to create a lot of Social Links. To do so, you will need to become friends with as many people as you can. The best way to get to know your schoolmates is to participate in club activities and attend Student Council.



>> Specialized Extracurricular Execution Squad (SEES)

This is the first Social Link you will be able to join. It consists of students living in the dorm who possess the "potential," like Yukari and Junpei.

>> Club Activities

Joining a club will enable you to learn more about the other members. Each club meets on a different day.

>> Classmates

You can create Social Links with your favorite classmates. (You can also create Social Links with people who do not go to your school.)

Around Town

When you leave school, you will move to the town map. Select a location you want to go to and press the ✕ button to move there automatically.

>> Paulownia Mall

Here, you can stock up for trips to Tartarus: you can buy and sell weapons and equipment at the Police Station or purchase items at Aohige Pharmacy. (An entrance to the Velvet Room is in the hall below the karaoke box.) The mall also features an adult nightclub that is only open during the evening.

>> Iwatodai Strip Mall

There are a number of fast food restaurants located around the station. You can improve the main character's Courage and Academics by spending time in certain eateries.

>> Naganaki Shrine

Naganaki Shrine is located near the dorm. While it is usually deserted, children can often be found playing on the playground. There is an offering box and a fortune dispenser located in the back of the shrine.

>> Port Island Station

The area around the station features venues you can visit to increase your Charm and Courage, such as the movie theater.

>> Part-Time Jobs

You can work a part-time job at the movie theater at Port Island Station, the cafe at Paulownia Mall, or the healing shop Be Blue V. Not only will your stats increase, but you will also be paid, so take advantage of these opportunities.

Tartarus

To explore Tartarus, you will have to talk to Mitsuru in the dorm at night and select "Go to Tartarus tonight." Choosing this option will proceed to the Dark Hour.

►► Check Your Party Members' Physical Conditions

Mitsuru can also inform you of your allies' physical conditions.

Conditions	
	Great: The character is in top physical condition. His or her evasion and critical hit rates will increase significantly.
	Good: The character is in good physical condition. He or she is fit to explore Tartarus and battle enemies. However, be careful not to let the character become too tired.
	Tired: The character is tired and his or her offensive and defensive skills have decreased. In addition, the character may have a difficult time getting up after being knocked down.
	Sick: The character is sick and his or her healing abilities, evasion and critical hit rates, and offensive and defensive skills have all decreased. As a result, the character is vulnerable to various status ailments.

Once you are at the Tartarus lobby, talk to people in order to add or remove them from your party before going into the tower.

►► Explore

Initially, you can only access Tartarus through the stairs to the second floor, but later you may use Access Points to travel within Tartarus. There are special terminals located on select floors in the tower; you will be able to connect these with the one at the entrance.

►► Return to the First Floor

When you have finished exploring, or when your party members have become too tired, return to the entrance by using the nearest Access Point. There you can reorganize your party if necessary. Members who are tired will automatically leave the squad. Exiting Tartarus will end the exploration.

Your objective inside Tartarus is to ascend the tower, defeating Shadows that block your way when necessary. The minimap in the bottom left corner can be expanded by pressing the START button.

Map Icons

Main Character: Indicates the current location of the main character and the direction he or she is facing.

Party Member: Indicates the current location of a party member.

Shadow: Indicates the current position of an enemy.

Battle: Indicates an ongoing battle. You can lend assistance by entering the battle.

Treasure Chest: Indicates the location of a treasure chest.

Stairs: Indicates the way to the next floor.

Access Point: Indicates the location of an Access Point, which you can use to return to the entrance.

►► Accidents Within Tartarus

Sometimes, accidents will happen within Tartarus. Be wary of these as you move forward.

>> Missing Persons

Citizens of Iwatodai will occasionally wander into Tartarus. You will be notified by the Velvet Room attendants when this happens; save them by the next full moon to get a reward.

>> Dark Zones

Every now and then, a floor will be engulfed by a pitch-black "dark zone," preventing you from using the map.

►► Begin Battles with an Advantage

To attack Shadows you encounter while exploring, press the ✕ button. You will not inflict any damage to your enemy; however, if you successfully strike the Shadow before it notices you, you will begin the battle with a Surprise Attack.

>> Player Advantage

With a successful Surprise Attack, you will enter into battle with a distinct advantage. Get to know the precise distance and timing of your weapon.

>> Enemy Advantage

If a Shadow attacks you first, it will have the advantage entering into battle. An exclamation mark will appear over the Shadow icon the moment it detects the party.

►► Give a Command

Press the □ button to give one of the following commands to your party members. Once they have received their orders, they will automatically act as directed. Remember, if a party member encounters an enemy when the squad has split up, he or she will have to fight it alone.

>> Split up/Regroup

If you issue a command to split up, each party member will spread out and explore the floor you are currently on individually. When a member finds a stairwell or an Access Point, the entire party will be able to advance to the next floor or return to the entrance, respectively. If you direct your party to regroup, all members will come back to the main character.

>> Prioritize Defeat/Explore

If you select "priority: defeat," your party members will aggressively attack the enemies they encounter. This order can be effective when you want to strengthen your skills or improve your abilities. If you select "priority: explore," your party members will attempt to evade battles as much as possible and concentrate on exploring the floor.

Command Menu

Press the △ button while in the field to bring up the Command Menu. There are seven commands you may use to keep your party in peak condition.

>> Skill

This command displays each character's Persona skills. Certain skills can be activated from here while exploring Tartarus.

>> Item

This command displays all the items you have on hand. You can also view equipment and valuables with the L and R buttons.

>> Persona

This command allows you to view the status of the main character's current Persona, as well as switch to a different Persona.

>> Equip

This command will enable you to change each character's weapons, armor, and accessories.

>> Status (see pg.13)

This command allows you to view the status of each character and their Personas.

>> S. Link

This command displays the ranks of your current Social Links and some basic information on them.

>> System

This command enables you to view your requests and glossary. You can also change various game settings here.

Quest	Review all the requests you have received in the Velvet Room.
Glossary	Look up key phrases in the game.
Config	Change the game settings.
Erase data	Erase saved data.
Load data	Load data and continue from where you left off.
Title Screen	End your game and return to the title screen. Unsaved data will be lost.

Personas

Personas possess a wide variety of abilities. They are the key to defeating the Shadows. The main character is the only SEES member who can access multiple Personas.

❶ The following descriptors indicate a Persona's affinity to the nine elements listed below:

Wk: Weak against that element
Str: Strong against that element
Nul: Nullifies attacks of that element
Drn: Drains attacks of that element
Rpl: Repels attacks of that element

Slash/Sword	Fire	Wind
Strike/Fist	Ice	Light
Pierce/Arrow	Electricity	Darkness

❷ The Persona's statistics are displayed here. A Persona's stats will affect the character it belongs to.

❸ The Persona's current level.

❹ The Persona's Arcana.

❺ The amount of experience points needed to reach the next level.

❻ The Persona's skills.

❼ The next skill that will be obtained, along with the level at which it will be received.

❽ The skill card gained from the Persona and the level at which it is gained.

▶▶ How to Obtain a Persona

The main character can obtain a new Persona by winning a battle or by performing a fusion in the Velvet Room. In general, you are unable to obtain a Persona with a higher level than that of the main character. Personas created by fusion, however, can be an exception.

>> Shuffle Time

"Shuffle Time" will sometimes appear after you win a battle. You may obtain a Persona if you draw the right card.

>> Fusion

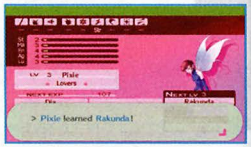
You can create new Personas by performing fusions in the Velvet Room. The higher the Social Link rank that corresponds to the newly-created Persona's Arcana, the more bonus experience points the Persona will receive.

>> Number of Personas

The main character can have up to six Personas at the beginning of the game. This number will increase as you progress through the game.

▶▶ Strengthening Personas

Personas use the experience earned in battle to level up and improve their attributes. When Personas level up, their statistics will automatically increase. The Persona will learn new skills when it reaches certain levels. Note: As the main character and other characters level up, their HP and SP will increase.

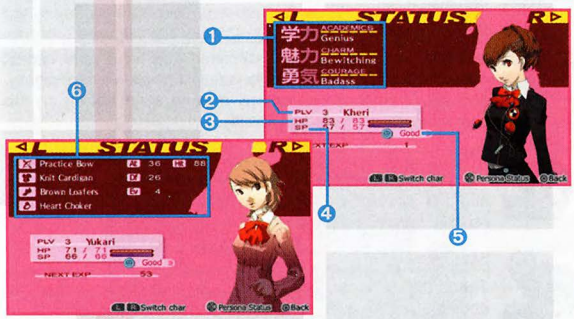


>> Skill Cards

Personas which have reached a certain level will give you a skill card. You may use these skill cards at any time to teach the skill to another Persona. Skills learned in this way can be passed down through fusion.

Status

You can view the main character's status and that of his or her Personas on the Status Screen. It is important to do this often when in Tartarus. The abilities that affect battles (Strength, Magic, Endurance, Agility and Luck) are determined by the equipped Persona.



❶ Displays the character's attributes. Each category has six levels, all of which can be improved through daily activities.

Charm
Indicates the main character's level of charm. This attribute can be improved by spending time in the various restaurants and entertainment venues located around town, or by giving the correct answer when asked a question in class.

Courage
Indicates the main character's level of courage. This attribute can be improved by spending time in the various restaurants and entertainment venues located around town.

Academics
Indicates the main character's intelligence level. This attribute can be improved by spending time studying and paying attention to your teachers in class.

❷ The character's current level.

❸ The character's hit points (current/maximum). The character will be unable to move if his or her HP reaches zero.

❹ The character's spirit points (current/maximum). SP is consumed by using Persona skills.

❺ The character's current condition (see p.7).

❻ The character's equipment and stats.

Status Ailments

In battle, either side can be affected by various status ailments. To be better prepared, learn the status ailments below and how to deal with them.

Charm

The character will attack party members or heal your enemies. If the main character is in this state, he or she will act on his or her own.

Distress

Indicates a character is so surprised that he or she cannot evade attacks. His or her defenses will be weakened slightly, and the chances of an enemy making a critical hit on the character will increase significantly.

Panic

The character will not be able to concentrate well enough to summon his or her Persona. The chances of the character receiving a critical hit will increase.

Fear

The character's chances of being stunned will increase, and enemies will be able to evade the character's attacks more often. The chances of the character taking a critical hit will increase significantly.

Rage

The character will defy all commands and continue to use physical attacks. His or her offensive strength will increase, but the defensive abilities will decrease significantly.

Freeze

Indicates a character is frozen and cannot move. He or she will be unable to evade enemy attacks. This status ailment lasts one turn.

Shock

Indicates a character has been shocked by electricity. He or she cannot evade enemy attacks. The chances of the character taking a critical hit will increase significantly.

Poison

Indicates a character has been poisoned. He or she will lose a certain amount of HP for every action taken, including walking around. The effects of this ailment will not fade with time.

Dizzy

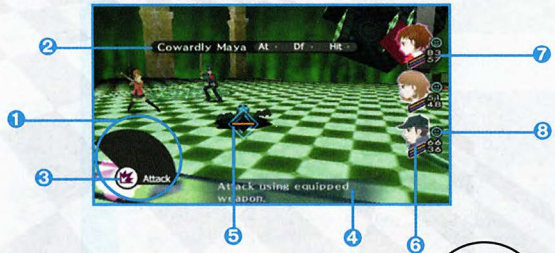
You cannot move until your next turn.

KO

Your HP has fallen to 0. Does not recover naturally.

Battle

A battle will begin when the party encounters a Shadow in Tartarus. The main character will lead the squad, giving commands to the party members to direct their actions and utilize their Personas. The turn order in battle is not set; it will be determined by the statistics of the participants. Therefore, it will be very important to observe the progress of the battle and react accordingly.



❶ The seven commands the main character can issue. Use the directional buttons to rotate the icons. To rotate to the right, press the up or right button. To rotate to the left, press the down or left button.

❷ The name of the enemy currently selected with the cursor.

❸ The command currently selected. Rotate the icons and select the one you wish to issue. Press the ✕ button to confirm.

❹ Explanation of the current selection.

❺ The cursor. Use the left and right directional buttons to move the cursor and select your target. The bar indicates the enemy's remaining HP.

❻ Party member portraits. A character's portrait will change when he or she suffers a status ailment.

❼ The character's HP/SP bars. The upper number indicates the party member's HP, while the lower number indicates his or her SP.

❽ This icon indicates the character's current condition.

Battle Commands

The seven battle commands are Attack, Skill, Item, Tactics, Persona, Escape, and Defense. The party members can engage in battles automatically, so it is important to direct their tactics.

Attack

This is a basic command to attack an enemy with a character's currently equipped weapon. Select Attack to make the cursor appear on the screen. Then, use the left and right directional buttons to target an enemy and press the ✕ button to confirm.

Skill

Select this command to use a Persona's skill. Choose the one you want from the list and select the target. The amount of HP or SP consumed by the skill will be displayed next to the skill name.

Item

Select this command to use an item. Choose the item you want from the item list, press the ✕ button to confirm, and select the target.

Tactics

Select this command to issue an order to the other party members. You can direct each member individually by selecting characters one by one from the list, or direct all members at once by selecting "All Members" from the top.

Examples

Characters in Battle

Act Freely: Each member will act on his or her own.

Full Assault: Prioritize attacking.

Conserve SP: Use as little SP as possible.

Heal/Support: Party members will prioritize their healing/support actions.

Direct Command: Take direct control over your teammates.

Run Away: Make your party run away individually.

Support Characters

Analyze: Ask the supporting character to analyze the enemy's affinities.

Request Help: Ask for assistance from allies not in battle.

Persona

Select this command to change Personas. Select a Persona from the list or press the □ button to check its status. You can change Personas only once per turn. (Main character only.)

Defend

While defending, damage sustained will be lessened, and your weakness will be protected from elemental attacks.

Escape

You can attempt to flee from battle. However, if you fail, the enemy may attack you, so be careful. You cannot use this command in certain battles.

Lead Strategically

Each character has his or her own unique strengths and weaknesses. In battle, it is very important to understand the nature of these attributes; attack the enemy's weaknesses and avoid letting your own be exploited. Pay attention to the indications displayed on the screen to choose the best possible actions during battle.

Indications

CRITICAL 234	This attack can deal a great amount of damage. You can attack an enemy continuously with the "1 More" option. Critical attacks can knock an enemy down.
WEAK 234	This attack targets an enemy's weakness. It can knock an enemy off-balance and deal a great amount of damage. You can earn an extra attack with the "1 More" option.
BLOCK	If a character is immune to the attack type, the attack will be nullified.
DOWN	This indicates that an enemy has been knocked down and cannot do anything until it gets back up again. Once all of your enemies have been knocked down, it is time to launch an "All-Out Attack."

>> 1 More

If you exploit an enemy's weakness, or if you successfully land a critical hit, a "1 More" icon will appear. This will enable you to attack an additional time. Once you know what an enemy's weakness is, you can attack repeatedly without giving the enemy a chance to retaliate.

Battle Tactics

You can activate "RUSH" during battle by pressing the △ button. This tactic will enable you to continue attacking automatically. Press the △ button again to turn RUSH off. To "Analyze" an enemy, use the L button to target your selection and press the ✕ button to confirm. Use the R button to view the turn order.

△ button	Turn RUSH on/off
R button	Review the order of action
L button	Check enemy status
L button + ✕ button	Analyze an enemy

All-Out Attack

In addition to normal attacks, there are other powerful attacks such as All-Out Attacks, Double Team Attacks, and Fusion Spells.

How to Perform an All-Out Attack

Learn the Enemy's Weakness

The easiest way to learn an enemy's weakness is to use the Analyze command. You can also try guessing an enemy's weakness from the indication that appears when it is hit, or from the way it attacks you. According to the analysis, Heat Balance is weak against Wind and Electricity, and is strong against Fire and Ice.

Exploit the Enemy's Weakness

You can use a Persona with Garu, a Wind spell, to exploit the Wind weakness of these Shadows. By attacking the weakness, you will knock the enemy off balance and earn a "1 More." An All-Out Attack is easier to achieve if all the enemies are the same type.

A Double Team Attack May Occur

If you strike an enemy's weakness and earn a "1 More," a teammate may offer to use a Double Team attack. This will cause an enemy to fall down, making it easier to set up an All-Out Attack.

Knock Down All the Enemies

When all your enemies are down, the special window will appear. Press the ✕ button to perform an All-Out Attack, or the ○ button to continue attacking individually.

Attack

All party members (except those in abnormal states) will charge the enemy. Weaker enemies will be unable to handle the assault and will be easily defeated. This maneuver is an efficient way of dealing with a number of weak enemies or one strong enemy. Activate an All-Out Attack whenever it is available to you.

Double Team Attack

If you strike an enemy's weakness and earn a "1 More," a teammate may offer to use a Double Team attack. Double Team attacks will not trigger unless your Social Link rank with SEES is high.

Fusion Spells

If you have a Fusion Spell card, you may use it in battle to let loose a powerful attack. In a Fusion Spell, multiple Personas will cooperate to achieve a variety of results. Fusion Spells can only be used by the main character.

Fusion Spells
Cadenza (Orpheus + Apsaras) Improves all members' evasion rates and restores HP by 50%.
Jack Brothers (Jack Frost + Pyro Jack) May knock down all enemies.
Justice (Angel + Archangel) Decreases enemies' HP by half (Light).
Frolic (Narcissus + Pixie) Fully regenerates all party members.
King and I (King Frost + Black Frost) Damages all enemies while freezing them.
Best Friends (Decarabia + Forneus) Bestows all -kaja boosts on one party member.
Summer Dream (Oberon + Titania) Anything can happen.
Thunder Call (Take-Mikazuchi + Thor) Inflicts great damage to all enemies while shocking them.
Dreamfest (Incubus + Succubus) High probability of charming all enemies.

End of Battle

When you have defeated all of your enemies, the battle will end and the results screen will be displayed. Here you can view how much experience you have received as well as other relevant information. Characters and

Personas will level up when they have accrued enough experience. Sometimes, you will be able to participate in a Shuffle.

▶▶ Shuffle

During a Shuffle you will have the opportunity to draw a card and obtain a new item or Persona. Some cards will have additional effects. Watch the movements of the cards closely and select the one you want.

Persona
Choose this card to receive a new Persona. Remember, you cannot obtain a Persona if you already have that particular Persona, or if the level of the Persona is higher than the level of the main character.

Coin
Choose this card to receive money. The higher the rank of the card, the more money you will receive.

Sword
Choose this card to receive a weapon. The higher the rank of the card, the stronger the weapon will be.

Wand
Choose this card to receive additional experience points.

Cup
Choosing this card will result in either only the main character being healed, or all party members being healed, including the main character.

Blank
Choosing this card will result in no extra reward.

>> The Reaper
When you stay on the same floor for too long or draw a Skull card during Shuffle Time, the Reaper will appear. It's a very strong opponent, so get to the next floor as fast as you can to avoid having to fight it.

►► Character Growth and Leveling Up

All members who participate in a battle and the Personas they have equipped will earn a certain amount of experience after a victory. Once they have gained enough experience points, party members and Personas will level up: The main character's HP and SP will increase; the other members will acquire new skills and their attributes will improve.

>> Main Character's Growth

When the main character levels up, a message will appear on the screen. His or her HP and SP values will increase, the maximum level of the Personas he or she can use will increase, and the number of Personas he or she can possess will occasionally increase.

>> Persona Growth

When a Persona levels up, its statistics will improve. It will also learn new skills when it reaches certain levels.

►► Being Defeated in Battle and Game Over

If a character's HP reaches zero during a battle, he or she will become unconscious. If this happens to the main character, the game will end. If you are playing on Easy, you will be able to continue up to ten times. If you are playing on Normal or any higher difficulty, you will return to the title screen.

The Velvet Room

Once you have obtained the Velvet Key, you can enter the Velvet Room. There you can ask Igor to fuse your Personas, or receive a request from his assistant. The Velvet Room can be found in the entrance of Tartarus or below the karaoke box in Paulownia Mall.

►► Creating a Persona

You can create a new Persona by fusing your existing Personas. The Social Links the main character belong to will have an affect on the procedure; the newly created Persona will receive additional experience according to the rank of the Social Link it is associated with. The newly created Persona will sometimes inherit skills from its parent Personas.

Skills

Bonus exp by Social Link

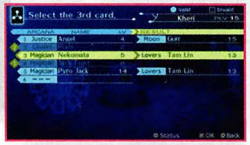
>> Normal Spread

To fuse two Personas, use the up and down directional buttons to select the first Persona and press the ✕ button to confirm. Repeat the procedure for the second Persona and the result will appear on the right side of the screen. Pay close attention to the newly-created Persona's abilities and characteristics.

Refer to p.26 for a full Persona fusion chart.

>> Triangle Spread

You can create a high-powered Persona by fusing three Personas. Select three Personas in the same manner you would for a Normal Spread. There are some Personas that can only be created in Triangle Spread, so try as many combinations as possible.

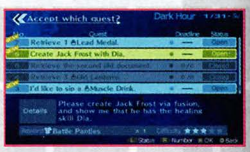


►► Review Your Requests and Browse the Persona Compendium

In the Velvet Room, you can review the requests you have received. You will earn a reward for each request you fulfill, so be sure to review them frequently. You can view currently active quests in the System menu (see p.10). You can also browse the Persona Compendium and register your Personas here.

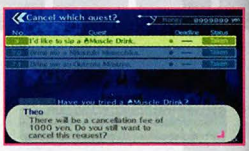
>> View Requests

View the nature of a request, its terms, and its reward. Be aware that some requests will have time limits. Once a time limit has been reached, you will not be able to complete that request. Talk to Igor's assistant after completing a request to receive your reward.


Accept which quest?
Dark Hour
Retrieve 7 ♣Lead Medal
Create Jack Frost with Dia.
I'd like to sic a ♣Muscle Drink.
Details
Please create Jack Frost via fusion, and show me that he has the healing skill Dia.
Battle Panties

>> Cancel Requests

You can cancel a request if you would like. You can always receive it again if the time limit has not been reached. Note: You will incur a fee for cancelling a request.


Cancel which quest?
I'd like to sic a ♣Muscle Drink.
Theo
There will be a cancellation fee of 1000 yen. Do you still want to cancel this request?

>> View Compendium

Your Personas will automatically be registered in the Persona Compendium once you obtain them. Use the L button to sort your Personas by Arcana and the R button to sort them by level. Note: For a fee, you can restore Personas you have lost.

>> Register Persona

All Personas are registered in their original states. You will need to re-register a Persona you have leveled up if you want it to be available in its current state. Use the L and R buttons to toggle between the Persona's registered status and its current status to compare the two.

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Updating the PSP® (PlayStation®Portable) system

Updating the PSP® system software

This UMD® includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD®, you must perform an update to start the software title contained on the UMD®.

Performing the update

When you insert the UMD®, an icon (as shown on the right) is displayed under **[Game]** in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.

Before starting the update:
- Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

During an update:
- Do not remove the AC adaptor, turn off the system or remove the UMD®.

If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

Checking that the update was successful

After the update has been completed, select **[System Settings]** under **[Settings]** from the home menu, and then select **[System Information]**. If the System Software field displays the version number of the update, the update was successful.

Persona Fusion Chart

	Fool	Magi	Prsts	Emprs	Emper	Hiero	Lvrs	Char	Just	Hrmit	Fortu
Fool	Fool	Hiero	Just	Fortu	Char	Hrmit	Prsts	Emper	Lvrs	Prsts	Just
Magi	-	Magi	Lvrs	H.Man	Tmpr	Hrmit	Emper	Devil	Hiero	Char	Emper
Prsts	-	-	Prsts	Lvrs	Just	Char	Magi	Magi	Lvrs	Strng	Magi
Emprs	-	-	-	Emprs	Lvrs	Prsts	Fortu	Devil	Emper	Lvrs	Strng
Emper	-	-	-	-	Emper	Char	Char	Hrmit	Devil	Strng	-
Hiero	-	-	-	-	-	Hiero	Magi	Just	Char	Char	Emper
Lvrs	-	-	-	-	-	-	Lvrs	Emper	Char	Just	Magi
Char	-	-	-	-	-	-	-	Char	Magi	Tmpr	Strng
Just	-	-	-	-	-	-	-	-	Just	Prsts	Char
Hrmit	-	-	-	-	-	-	-	-	-	Hrmit	Emper
Fortu	-	-	-	-	-	-	-	-	-	-	Fortu
Strng	-	-	-	-	-	-	-	-	-	-	-
H.Man	-	-	-	-	-	-	-	-	-	-	-
Death	-	-	-	-	-	-	-	-	-	-	-
Tmpr	-	-	-	-	-	-	-	-	-	-	-
Devil	-	-	-	-	-	-	-	-	-	-	-
Tower	-	-	-	-	-	-	-	-	-	-	-
Star	-	-	-	-	-	-	-	-	-	-	-
Moon	-	-	-	-	-	-	-	-	-	-	-
Sun	-	-	-	-	-	-	-	-	-	-	-
Judge	-	-	-	-	-	-	-	-	-	-	-
Aeon	-	-	-	-	-	-	-	-	-	-	-

	Strng	H.Man	Death	Tmpr	Devil	Tower	Star	Moon	Sun	Judge	Aeon
Fool	H.Man	Magi	Strng	Hiero	Hrmit	Moon	Aeon	Fortu	Emprs	Star	Death
Magi	-	Devil	-	Death	Tmpr	Emprs	Emprs	Prsts	Lvrs	-	-
Prsts	Hrmit	Strng	Emper	Emprs	-	-	Just	Star	Star	Emprs	Emprs
Emprs	Char	Char	Lvrs	Lvrs	Lvrs	Char	Tmpr	Lvrs	Lvrs	-	Moon
Emper	H.Man	Hrmit	Moon	H.Man	-	-	Just	-	Emprs	Hiero	-
Hiero	Prsts	Lvrs	Emprs	Strng	-	Tmpr	Prsts	Tmpr	Tmpr	Lvrs	-
Lvrs	Hiero	Hrmit	Devil	Prsts	Strng	Star	Hiero	Emprs	Hiero	-	H.Man
Char	Just	Fortu	-	Death	H.Man	Moon	-	Fortu	-	-	Death
Just	Tmpr	Prsts	Moon	Moon	-	Star	Emper	-	Emper	Aeon	-
Hrmit	Fortu	Fortu	-	H.Man	Death	-	Char	Magi	-	-	Star
Fortu	-	Strng	-	Lvrs	Moon	Moon	Moon	Char	Tmpr	-	Devil
Strng	Strng	Hrmit	H.Man	Moon	Fortu	Devil	Prsts	H.Man	Prsts	H.Man	-
H.Man	-	H.Man	Devil	Hiero	Moon	Death	Strng	Emprs	-	-	Tmpr
Death	-	-	Death	-	-	-	-	Star	-	-	-
Tmpr	-	-	-	Tmpr	Death	Devil	Moon	Emprs	Star	Moon	Star
Devil	-	-	-	-	Devil	-	-	-	-	-	Lvrs
Tower	-	-	-	-	-	Tower	-	Fortu	-	Aeon	Moon
Star	-	-	-	-	-	-	Star	Death	Just	Tmpr	Devil
Moon	-	-	-	-	-	-	-	Moon	Tmpr	-	-
Sun	-	-	-	-	-	-	-	-	Sun	Star	Emprs
Judge	-	-	-	-	-	-	-	-	-	Judge	Star
Aeon	-	-	-	-	-	-	-	-	-	-	Aeon

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L'heure noire redémarre!

Choose to play as a male or female and watch it change the game's intricate social dynamics.

Jouez avec un personnage masculin ou féminin et voyez comment la dynamique sociale complexe du jeu s'en trouve modifiée.

Fill your days with friends, school, and jobs, and use your nights to fight Shadows.

Occupez vos journées à passer du temps avec vos amis, à aller à l'école et à travailler, puis combattez les ombres une fois la nuit venue.

Master the power of Social Links: grow your friendships to strengthen your Persona.

Apprenez à maîtriser les liens sociaux : développez votre réseau d'amis pour renforcer votre persona.

There is a hidden hour that exists between one day and the next when terrible creatures known as Shadows roam. You must wield your inner power—Persona—to protect humanity and find a way to bring an end to this threat.

Il existe une heure cachée entre une journée et la suivante où rôdent des créatures terribles connues sous le nom d'ombres. Vous devez déployer votre force intérieure – c'est-à-dire votre persona – afin de protéger l'humanité et de trouver une façon de juguler cette menace.

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Player Joueur 1

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M

Blood/Sang
Language/Langage
Partial Nudity/Nudité partielle
Sexual Themes/Thèmes sexuels
Violence/Violence

ESRB CONTENT RATING
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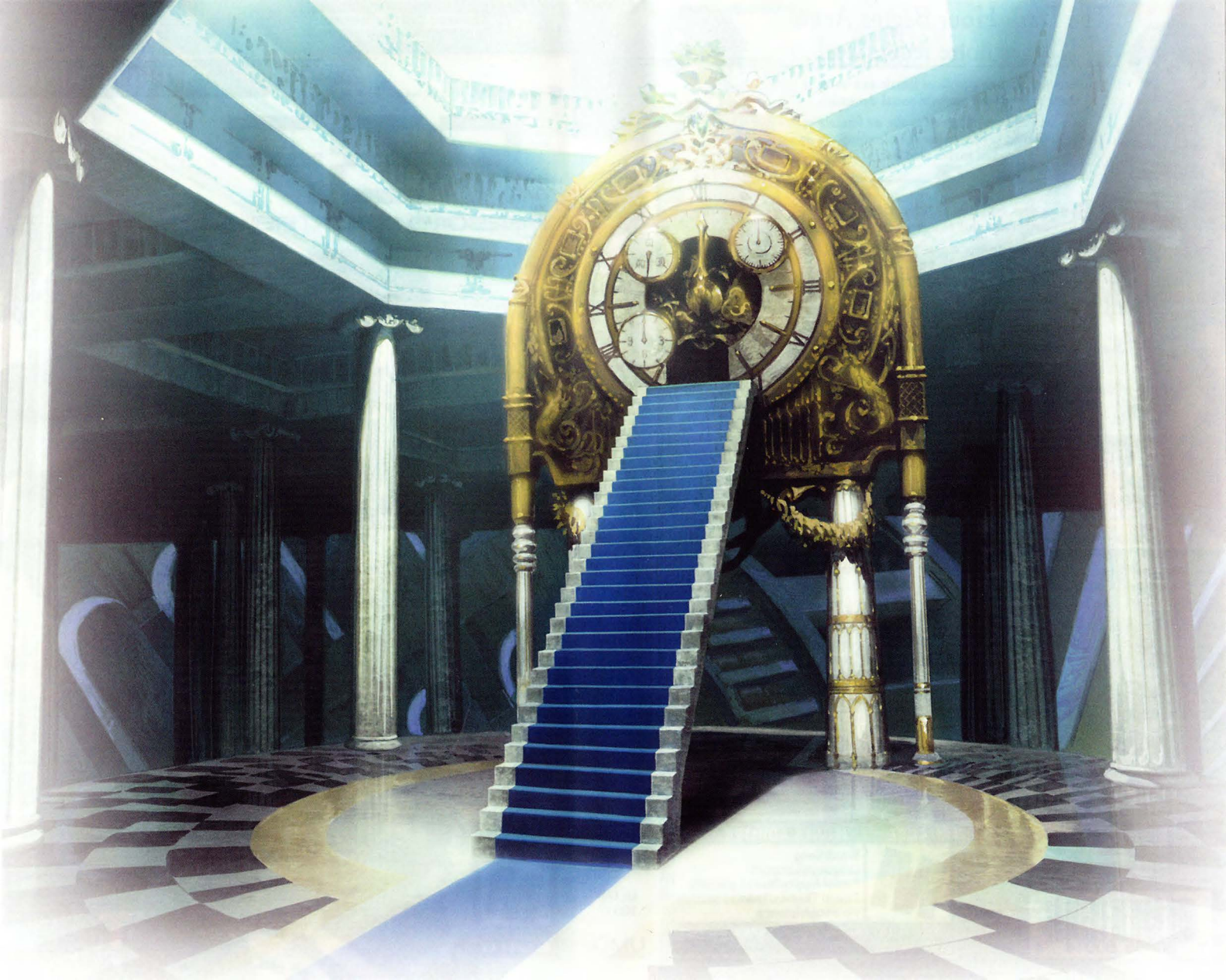
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